

TURBOPLAY®

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December/January 1991



NEW:

REVIEWS
GAME TIPS
INTERNATIONAL LOOK



**GAME STRATEGIES
AND MAPS FOR**

**Tiger Road
Super Star Soldier**

WIN A TURBOEXPRESS!



CONTEST!

Win a TurboExpress



Tell us in 250 words or less why you should be the winner of an NEC TurboExpress, the portable TurboGrafx-16 game machine.

The winning entry will be based on creativity and grammar, so get those dictionaries out! Just send in a clearly hand-written or typed letter telling us why you want a TurboExpress and why you should be the one to win it. For added fun, the winner will also receive a new, surprise TG-16 TurboChip game.

Five runners-up will each receive one TG-16 TurboChip game of our choice.

Here are the rules:

- One entry per person
- All entries must be legible—illegible entries will be disqualified
- Please include your age with your entry
- No purchase necessary
- All entries must be received by February 28, 1991

The names of the lucky winners will be listed in the April/May issue of TURBOPLAY. Winners will also be contacted by mail.

Send your entry to:

TURBOPLAY TurboExpress Contest
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210

All entries become the property of TURBOPLAY Magazine.



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In this, our fourth issue of **TURBOPLAY**, you'll find our new *Games Around the World* column which covers games and products outside the US and Canada. In future issues look for new features as well. We're also planning to increase the size of **TURBOPLAY** in the near future, giving you more information than ever. And don't forget to enter our contest this issue (see the page to the left!). See you next time!

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TURBOCHIP GAME REVIEWS

Reviews of *Battle Royale*, *Sinistron*, *Tricky Kick*, *Super Star Soldier* and *Aero Blasters*.

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GAMES AROUND THE WORLD

WHAT'S NEW IN JAPAN

Some of these games from the Japanese TG-16 (The PC Engine) may find their way into the US and Canada soon. Games include *Batman*, *Y's Book III*, *Granzort*, *W-Ring*, *Cadash* and *Valius III*.

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SUPER STRATEGIES

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Here are tips and maps to help get you through this challenging game!

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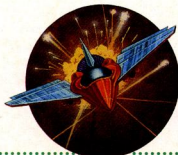
SUPER STAR SOLDIER

A tough game made easier with our space war tactics.

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TURBO TIPS

Winning tips for *Klax*, *Super Star Soldier*, *Veigues Tactical Gladiator* and *Bravoman*.





When I'm not doing schoolwork, I find time to play sports, draw, listen to music, and play video games. I own a Nintendo and a TurboGrafx-16, and I plan to buy more systems in the future. I have played all the software for the TurboGrafx-16 and the Genesis, and I have to say that the TurboGrafx-16 is the best. While the Genesis may have better graphics on some games, the fun and the gameplay of the TurboGrafx-16 games are much better. My favorite TG-16 game is *Y's Book I & II*, followed by *R-Type* at a close second. Coming in third is *The Legendary Axe*.

The other day, I picked up a video game magazine. I began reading an article about Nintendo's upcoming Super Famicom 16-bit system. I came across a list of games slated for release for the new system. In the list I was surprised to find *Y's Book III* and *R-Type 2*. Since these games will be available for the Super Famicom, will the chances of their release on the TG-16 be smaller? *Y's Book I & II* and *R-Type* were two of the best games out for the TG-16 so far; sequels to them would surely be good sellers.

Also, when I bought my TurboGrafx-16, there was a rumor that the popular arcade game *Dragon's Lair* will be coming to the TG-16 on CD. Have you received any information from NEC on this?

David Nelson
Birmingham, Alabama

Just because a game appears on one system in no way means the game will have less of a chance to reach other systems. If a game is licensed to one company, it depends on what the contract states that will set the future for the game. Some games can be direct translations with the same name (R-Type for TG-16 and Sega Master System and NES) or the game can be the same but with a different name (Wonder Boy III for Sega and Dragon's Curse for the TG-16). When a game comes out for all systems in Japan, new contracts have to

be signed when it comes to the U.S. That can cause the game to be available for only one system as in the case of Batman.

As for Y's Book III, it may be available for the Super Famicom as a cartridge, but it will be available for the PC Engine as a CD game. You can find some photos on Y's Book III in our new section International Look on page ten. We have no word on R-Type 2 for the PC Engine. In Japan, R-Type was split up into two different cartridges. On R-Type 1, you could play rounds one through four. However, for rounds five through eight, you had to buy a separate game called R-Type 2. The games used the same password system; when you finished R-Type 1 you would get a password allowing you to continue play in R-Type 2 with the same weapons. So the game would probably have a different name like R-Type 3 or something completely different.

As for Dragon's Lair, there is no word on any companies doing development for the TG-16. NEC has no plans for this game in 1991, but it has been discussed among the head honchos, so you never know. When we get more information we'll pass it on.

*Here is a list of games scheduled for 1991. Keep in mind this is not a complete list, but just a few games we thought you'd be interested in hearing about. The release dates of Aeroblaster, Battle Royale and Super Star Soldier have changed. Originally the first two were to be released in December but are now slated for a January release. Super Star Soldier was to be released in January but is now due out in February. Of course, until a game goes into final production, the release dates and game names aren't final and could change at anytime. Also look for some great photos of *Bank II* in our next issue.*

Aeroblaster - January
Battle Royale - January
Super Star Soldier - February
Bomberman - March
Sherlock Holmes (CD) - March
It Came from the Desert - May
Bank's Adventure II - June
Tail Spin - June
TV Sports Basketball - June
Camp California - July
Champions Forever Tennis - August
Impossamole - September
Camp California (CD) - October
Loom (CD) - October
Ballistix - November
Disney Game - November
Shadow of the Beast (CD) - Fall



Does NEC have a cleaning kit for the TG-16? And if so, why haven't I seen anything about it?

John Foley
St. Paul, Minnesota

NEC doesn't have a cleaning kit at this time, but may have one as early as next spring. Here's a list of all the TG-16-related items you can find in the stores this Christmas.

Alien Crush	Splatterhouse
Blazing Lazars	Drop Off
China Warrior	Super Volleyball
Dragon Spirit	TV Sports Football
Dungeon Explorer	Sonic Spike
Fantasy Zone	Boxyboy
Galaga '90	Legendary Axe II
MotoRader	Veigues Tactical
Power Golf	Gladiator
R-Type	Klax
Side Arms	

The Legendary Axe
Victory Run
Vigilante
World Class
Baseball
World Court Tennis
Final Lap Twin
Pac-Land

CD - ROM games
Fighting Street
Monster Lair
Y's Book I & II
Valius II
Final Zone II

Other Items
TurboGrafx 16
CD - ROM (with carrying case)
Ultimate Superstick by Beeshu, Inc.
TurboBooster
TurboBooster Plus
TurboTap
TurboPad
Freedom 16, (remote control joystick by Camera)
TurboExpress
TurboTuner
TurboCable
TurboStick (joystick by NEC)

CONTEST WINNERS FROM OUR AUGUST/SEPTEMBER 1990 ISSUE!!!

The following were winners in our TurboGrafx-16 CD ROM contest. Entries were told to send in the name of their favorite game and why they like it. Winners were picked randomly.

GRAND PRIZE/NEC CD ROM PLAYER AND A COPY OF Y'S I & II
Ben Martins, W. Buxton, ME
(favorite game is *Bank's Adventure*)

WINNER OF 5 TURBOCHIP GAMES
Steve Kwak, No. Brunswick, NJ
(favorite game is *Psychosis*)

5 WINNERS OF ONE TURBOCHIP GAME EACH
Andy Pan, Westlake Village, CA
(favorite game is *Splatterhouse*)

John Vo, Houston, TX
(favorite game is *Dungeon Explorer*)

Chantal Berlinguette, Nepean, Ontario, Canada
(favorite game is *Klax*)

Remy Carneiro, Plymouth, MA
(favorite game is *The Legendary Axe*)

Patrick Meade, Beloit, WI
(favorite game is *Y's I & II*)

Congratulations to all of our winners and enjoy your prizes!

SUPER STAR SOLDIER

NEC-TurboChip

ONE PLAYER

★★★★

In order to restore peace to the world, take on the role of Starbuck, climb into your *Neo Caesar* space fighter and set out on a mission to destroy the evil "Mother Brain." Eight levels must be fought and won to prevent the enemy from re-capturing the planet.

Super Star Soldier is a one-player game that scrolls vertically. Your perspective is one that looks down on the ship and terrain. Using your controller, you can move the ship from side to side and up and down while shooting at the enemy.

Blasting special ships will reveal Power-Up Crystals that increase your weapon strength and variety of shots. Red Crystals allow *Neo Caesar* to shoot in six directions at once. Blue Crystals will give the ship Ring Beams which are wider than regular beams and can hit targets more easily. A Green Crystal gives *Neo Caesar* a wide-spread laser, and a Yellow Crystal gives the ship Swing Fire, which is the most powerful weapon of



all. By collecting additional Crystals you can increase the weapon strength.

Catching a special pod will give your ship two smaller escort ships, which you can position to the right and left of your ship, or above and beneath it. Any enemy ship that shoots and hits one of your escort ships will have its shot ricocheted back at it, destroying itself. Collect a second pod and the escort ships will continually rotate



KEY

The ratings of each game are based on five stars with one star representing a "poor" game, three stars representing a "good" game and five stars representing an "excellent" game. All factors of the game (graphics, sound, playability, etc.) are included in the single rating.

around your ship giving *Neo Caesar* an impressive defensive shield.

Get a Homing Missile pod and two missiles will automatically

fire and hunt a target when you hit your fire button. If you have Multi-Shot on your ship, then four missiles will fire. If two or three Multi-Shot Red Crystals have been gathered, then the missile speed increases.

By getting the maximum number of a crystal-



type, and then one more, that weapon will turn into a Super Bomb. When this happens, every enemy on the screen is destroyed; even mini-bosses. Collecting a Crystal that blinks will also give you a Super Bomb plus 5000 extra points. Your ship will also be revitalized, depending on how many blinking Crystals you get.

Two bonus games are included on the cartridge along with the normal game. One contest gives you just two minutes to get as far as you can while trying to get the highest score in that amount of time. There is also a five-minute version. This was a nice option to add to the game, since you can play a few quick games with friends to see who is the better player.

If you liked *Blazing Lasers*, you'll like *Super Star Soldier*. NEC even considered calling this game *Blazing Lasers II*, since the basic premise is so similar. The graphics are nice and much more detailed than BL. The control of the ship is good, and there is plenty of action to keep any gamer going. The game also has good music, though the music in BL was one of my favorite game scores and pretty hard to beat. *Super Star Soldier* is another shoot 'em up, but it's well-done and worth getting if you like this type of game.

AERO BLASTERS

NEC-TurboChip

TWO PLAYERS

★★★★

This is one of the few games available where two players can participate in a game simultaneously, and work as a team rather than against one another. *Aero Blaster* can also be played as a one-player game. Alone or with a friend, you must destroy the Mega Load Masters which threaten the world (sound familiar?) by using your Blaster System and battling your way through six levels. Two-player mode requires that you have a second controller and a TurboTap.

The view of the game is a side-perspective as the ship(s) fly left to right. The graphics are well-done and there is a fair amount of detail. There is a multitude of enemies which will keep you very busy. The sound effects are also good. This is a fast-moving game that gets even faster in some spots where you'll need to boost your maneuvering speed to get past several zones.



A Blaster Meter on the screen indicates blaster power, and when it is filled to its maximum you have super-blasting capability. To get that, you just hold the I button on your controller. Releasing the button fires a Blaster Flash. In two-player mode, both players must hold down their I buttons. Then by releasing them at the same time they will fire a Super Blaster Flash.

With two players holding and releasing their II buttons at the same time, a Blaster Thunder Attack will be fired.

The different levels in the game will take you through city streets, the Mega Load Masters' Mecha Cave high in the sky, then into space and on to the enemy-fortified planet. Finally, you get to the last battle, where you'll come face to face with the head boss. You start with three ships and can continue up to five times. In dual mode both players can continue up to five times total, between both ships.

Blowing up Special Transport Pods during the game will scatter power-up items on the screen. Gathering these will give your ship special weapons. Getting the special power item will increase your ship's power significantly. Weapons consist of the Side Swiper, an unmanned shooting pod which circles your ship at high speed. A Heli-Pod blocks the back of your ship from enemies while firing bullets. A six-way shooter fires in six directions but doesn't shoot as fast as other weapons. A Rear Gun shoots diagonally from the back of the ship. Green Missiles home in on enemies, but weaken as they make sharp turns. A Red Missile

is more powerful, but doesn't move as fast or track as well as a Green.

Aero Blasters is a fun game that we recommend if you enjoy space-killer games. The two-player-in-tandem feature is really fun (though it always seems one player gets killed far more than the other, and uses up all of the lives!) Hopefully we'll see *W-Ring* here next year which is an even better game. But for now you'll probably want to play *Aero Blasters*.

BATTLE ROYALE

NEC-TurboChip
FIVE PLAYER



When *Battle Royale* was first sent to us, a letter accompanied it stating what NEC was trying to achieve when they developed the game. *Battle Royale* was designed with one thing in mind—multi-player fun. To experience the full potential of the game it should be played with as many people as possible. That's exactly what we did and we had a blast. In a real battle royale, there's



not much time to perform complicated wrestling moves, so this game was designed to give each player seven very basic moves. Your mission is to beat up the other players while trying to remain the last one in the ring—a kind of "I'm King of the Hill" game rather than a wrestling game. You can play by yourself (against four computer players), but you would be doing yourself a great injustice by not playing against "real" players.

Although the moves in the game are relatively easy (such as punch, middle punch and low punch), they sometimes require you to give up control of your character to perform them. For instance, the second middle punch is done by pressing the SELECT, I and II buttons at the same time. I don't know about you, but for me to do this I had to move my thumb off the pad. By that time, the guy I was going to hit with the second middle punch had moved and I was swinging at air. So when it comes down to it, you'll probably use only one of the moves available.



The game's graphics are very inconsistent. In some areas, like the close-up of the girl, the graphics are great. Then for no apparent reason the graphics suddenly change and look as if they should be on a different, lesser game system. Both the sound and music fall into this category as well—the game doesn't have much depth or length so it's hard to understand why.

But the bottom line, and our basis for giving *Battle Royale* a three star rating, is that NEC accomplished what they set out to do—make a game that's loads of fun to play.

SINISTRON

IGS - TurboChip

ONE PLAYER

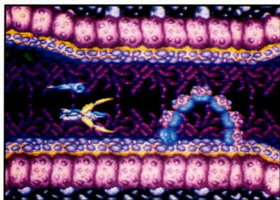
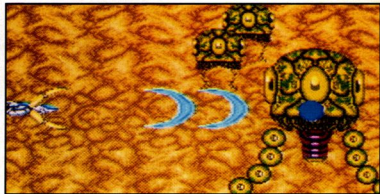


In the 33rd century many technologies have surpassed anything we could ever imagine today. New technologies have been created that are only a twinkle in some scientist's eye. One of those technologies, a space-based orbiting telescope, has detected an enormous object slowly approaching the outer edges of our solar system. Specially designed Dronecrafts, sent to examine the object, transmit the information back to Earth. Scientists conclude that it was actually a spaceship made of biomorphic organisms, programmed to destroy any and all planets it comes in contact with. That was the last transmission received—the huge ship destroyed the Dronecrafts in one devastating blast.

As a result of the craft's hostile actions, a squadron of cybernaut fighters have been sent to seek out and destroy the violent intruder before it reaches Earth. But as the fighters race through space, the group gets lost in an ion storm. Now only one cybernaut fighter remains—you. And you know what that means—yep, the fate of the galaxy rests on your shoulders.

Fortunately one of the Dronecrafts was able to get a breakdown of how many lay-

ers, six, this ship has and what might lie in waiting for you in each layer. There are a variety of levels made up of different substances including hazardous gases, liquid organs and what seems to be the Cerebral Cortex. To combat these and other unknowns, your fighter has been equipped with special Ramming Shield jaws and an onboard computer that allows your vessel to taken certain matter found in the enemy ship and transform it into energy or special weapons. The jaws protect the front of your ship and have the ability to absorb energy shots. Once you obtain a marked weapon power-up, you can open the jaws to provide three-way shots. If you obtain another weapon power-up you'll be able to open the jaws once more for five-way shots. But opening



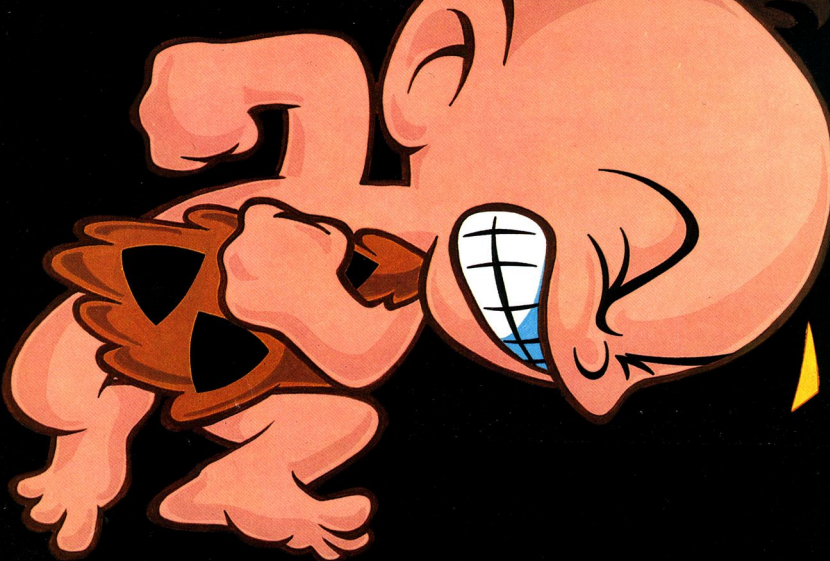
the jaws also leaves the front of your ship unprotected. The weapon power-ups provide long-range defense against the enemy and include a Vulcan Flame Cannon, a Crystal-Pulse Laser, and a Heat-

seeking CHAOS Missile. Other power-ups include Speed Modules for quicker mobility and Plasma Droids, invincible robots that help protect your ship. Your ship also has a built-in close range defense system. By pressing and holding down Button 1, you can send a small discharge of the HYPERsonic-blast weapon from your ship destroying your enemies and their shots.

Graphically, *Sinistron* is above average although some stages seem more enhanced than others. Stage 3 has some very nice background graphics while Stages 2 and 4 don't have much at all. The gameplay is moderate and doesn't have any features that would make it unique although it does feature something not found in shooters of late—a graduated difficulty. The first two stages are relatively easy and then the game gradually becomes more difficult. Features like this can serve two purposes—one, novice players get a sense of value out of the game rather than feeling stuck in the first stage forever, and two, expert game players slowly get hooked on the game and become determined to finish it. One feature it utilizes is the rarely-used "check point

continues"—when you are killed in the game you can continue at the nearest check point or at the beginning of the stage. With this feature you can return to the beginning of the stage and collect the much-needed power-ups you might not find at the check point later in the stage. I think most players will slowly develop the attitude, "If I can just get to the next check point" rather than "If I could only get to the end" and concentrate on one check point at a time.

Although the game may not feature some astounding new technology in video games or win a best graphics award, it does have the one thing that every game needs—it is incredibly addictive. ★



IT'S 10,000 YEARS AGO.

YOU MUST BONK 28 STAGES OF BAD GUYS

TO RESCUE YOUR PRINCESS.

AND YOU'VE ONLY GOT 1 WEAPON.

You live in a world of prehistoric swamps, tropical forests and stone age deserts. Humongous dinosaurs, primordial gators and various other slimies, beasties and creepies roam at will.

And the bad news is, evil King Drool has kidnapped

PREPARE TO BUTT HEADS.

the Princess Za (a most excellent-looking babe.)

As Bonk, the heroic young Neanderthal head-banger, you will now embark on an epic quest through five levels of monstrous foes to rescue your princess. But there's just one catch. The only weapon you can take with you is your head.

BONK'S ADVENTURE



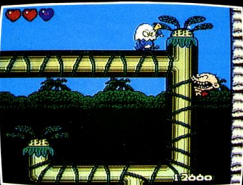
As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.



Meat helps Bonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.



Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.

TURBO
16
GRAFX

NEC

As promised, we've included a new section devoted entirely to the games found on the PC Engine in Japan and the TurboGrafx (without the 16) in Europe. Most of the games listed below will be available in Japan by the end of the year if not the beginning of 1991. Some games, like the Darius series and Ghosts, have been out for a while but they're still worthy of mention. The games made by Taito (Darius Plus, Super Darius, Cadash, Rastan Saga II and others) will hopefully come to the U.S. sometime in 1991 or early 1992. NEC is still negotiating with them to bring their titles over. Once again...Welcome to the first International Look of games in TurboPlay.

GAMES around the WORLD

W-Ring

Here's a great shooter for the PC Engine. This game looks and plays much like *Gradius*. More than a few people have wondered if the same programmers worked on this one as well.



Granzort

This is another incredible game. Not only are the graphics superb, but the game is fantastic, and the combination really makes this game a winner.



Rastan Saga II

More and more Japanese games are including English text. I wonder how long it will be before we see this one in the U.S.?



Y's Book III

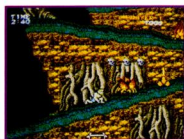
This sequel to an outstanding game is sure to surpass everyone's expectations of what a video game should be. Once again, the game is available on CD, and will hit the stores in Japan early next year. Whereas *Y's Book I & II* had an overhead perspective, *Y's Book III* will have a side view throughout the game.





Valius III

Another excellent CD game that features incredible intermissions. In this one, you can switch between a number of characters. The game is also harder than *Valius II*, giving the player more play for his or her money.



Ghouls & Ghosts

This game is only available for the Super Graphics PC Engine, but oh what a game!

Cadash

This great RPG arcade game has finally made it to the home market. From these photos, it looks like very little, if anything, was lost in the translation. It's scheduled for release in Japan in January of 1991.



Rabio Lepus

In the arcades it was known as *Rabbit Punch*, and I don't think it ever got out of the testing stages here in the U.S. Although it's a great game, it mainly attracted the expert players because of its difficulty, which was probably its downfall.



Batman

The Dark Knight is now available for the PC Engine! But if you are expecting an action/adventure game similar to the one for the NES, forget it. This game has some simple mazes that you must walk through and pick up, or in some cases release, certain items to advance to the next round.

TIGER ROAD



Full of action and extremely tough, Tiger Road is a challenge. Our hero, Lee Wong, is a master of King Fu and martial arts weapons. Your mission is to recover four secret scrolls stolen from the Oh-Lin Temple and save the children who have been kidnapped from the village. You must go through five stages infested with enemies to accomplish your mission.



OBTAIN WEAPONS AND ITEMS AND USE THEM WISELY

Throughout the game you'll find treasure chests that contain weapons and various items including invincible items and bonus point items. You'll start with only three lives, but you'll get an extra life every 50,000 points or when you obtain a 1-Up item. The maximum number of lives you can have is nine.

CHOOSING WEAPONS

When choosing your weapon, you must be careful. Once you obtain a weapon, you will be stuck with it until you can choose another one. You'll start the game with the sickle and chain which is an easy weapon to use and covers a wide area. The spear is a good weapon for repeated blows, but its range is short and it's difficult to use. The serpent cane has the longest range and is easy to use, but it's not good for repeated blows or when you're up against many enemies. You'll receive the Tiger Technique after the second training stage. You can use the Tiger Technique when your life gauge has passed sixteen. It's an extremely powerful weapon against strong enemies, but you can't use it for repeated blows.



Sickle and chain



Spear



Serpent cane

ITEMS



Buddhist Statue: 200 bonus points



Full House Bonus: 100 bonus points



Power: Increases the range of weapons



Scroll: Destroys all enemies on the screen



Blue Medicine: Restores your life gauge by one half of the amount shown on the gauge



Red Medicine: Completely restores your life gauge



Crystal Ball: Makes you invincible for a few seconds



Stop Sign: Stops all enemies on the screen



1-Up Boy: Gives you an extra player

SHARPEN YOUR FIGHTING SKILLS AT THE TRAINING STAGES BETWEEN STAGES

After completing each stage you'll enter a training stage. During these training stages you must complete a training exercise to earn valuable lives and techniques. There are two kinds of exercises in each training stage. The first exercise is to blow out candles in a set amount of time. For this you receive four extra lives on your life gauge. The second exercise is to defeat 50 monks to receive the Tiger Technique. After the third training stage your life gauge goes up by four again. After the fourth time the power of your weapons doubles. You will not lose your player even if you fail to complete the stage. However, you must get the extra lives, the Tiger Technique and the increased weapon power if you are to have any chance of defeating the King Ryuken.



Use auto-fire to blow out the candles.

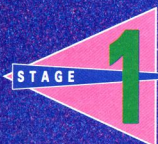


You need to be careful and accurate.



This is the power of the Tiger Technique.

When you clear Stage 4 and recover the fourth secret scroll, you'll be able to use the Tiger Technique. This is a very powerful weapon and is essential in defeating the Boss of the final stage, the Dragon God.



Through the Forest and into the Mansion

SUB-STAGE 1-1: The Forest

Each stage of this game is divided into several sub-stages which are very different from each other. The sub-stages are followed by a training stage for which you will receive a reward upon completion. Stage 1 consists of five sub-stages, the Forest, the Mansion, the vertically-scrolling Flying Stage, the Mountain of Spikes, and the Boss' Room.

The game starts in the forest where Lee Wong will face a horde of Long Swordsmen. When an army of them appear in the middle of the screen, quickly run through them. Get used to the controls and try different moves before things get too tough.

ENEMY CHARACTERS OF THIS SUB-STAGE

Long Swordsmen are the only enemy characters you meet in Sub-stage 1-1. Although the Long Swordsmen are in different colors, they are the same characters.



The Long Swordsmen's weapons have a longer range than Lee Wong's sickle and chain.



The Long Swordsmen can also jump and come down with their swords aimed at Lee Wong.

JUMP OVER THE CRACK

1 The only obstacle in this sub-stage is the crack in the ground. If you fall into the crack you'll lose a life. Be careful. Make sure your weapon is ready in case of waiting enemies on the other side.



Jump high and far. Be ready to face your enemies.

A GROUP OF LONG SWORDSMEN WAIT FOR LEE WONG



A Long Swordsman charges Lee Wong while another one is in a defensive stance.

2 At the end of the sub-stage, Lee Wong is attacked by a mob of Long Swordsmen. There is no way to get around them. Try to keep the damage to a minimum.



START

EXIT

SUB-STAGE 1-2: The Mansion

The mansion is filled with Spearthrowers who charge at Lee Wong and throw their spears. Spearthrowers can throw spears from off screen. Don't go too close to the edge of the screen if you don't know what's on the other side. You can jump through a ceiling, but you can only get down through a hole. You can't go through the pillars.



This is the start of the sub-stage.

DON'T FORGET TO GET THE POW

1 Destroy this treasure chest and you'll get a Pow which increases the range of your weapons.



Now it'll be easier to fend off the spears.

ENEMY CHARACTERS OF THIS SUB-STAGE

A Spearthrower charges with the spear or may throw it to attack you.



You must also avoid touching him.

A HIT FROM A SPEAR CAN CAUSE A LOT OF DAMAGE

2 In this sub-stage you can bump into an enemy while they're off the screen. So stay alert and be ready to swat down spears with your weapon.



This is a bad example.

START

EXIT

SUB-STAGE 1-3: Vertically-scrolling Flying Stage

In this sub-stage you must carefully maneuver Lee Wong through the area without getting crushed by the scrolling walls or hit by the blue fireballs coming out of the walls. Although no enemies appear in this sub-stage, it still is a tricky area until you get used to it.



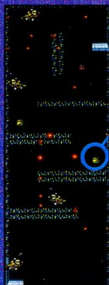
Lee Wong must fly through this sub-stage.

A blue fireball can stun Lee Wong for a few seconds and cause him to get crushed by the scrolling wall. It's important to avoid getting hit by them in order to get through this sub-stage.

GET THE BLUE MEDICINE

1 The first treasure chest you find contains the blue medicine. Make sure you get it.

START



EXIT

SUB-STAGE 1-4: The Mountain of Spikes

It's probably the toughest sub-stage of Stage 1. Lee Wong will be attacked by Vampire Bats and the Long Swordsmen. One false move can send him to a quick death on a bed of spikes. The best weapon to use here is the sickle and chain.



You must jump from foothold to foothold while battling the Vampire Bats and the Long Swordsmen.

ENEMY CHARACTERS OF THIS SUB-STAGE

The Vampire Bats assault Lee Wong from the air and the Long Swordsmen attack on the ground. You must constantly be aware of both enemies and not get caught off guard while fighting one of them.



Long Swordsmen: The same as the ones in previous sub-stages.



Vampire Bats: They always get in your way.

1 The difficulty in dealing with the Vampire Bats is that they reappear as soon as one is destroyed. The best thing to do is to try to avoid them and fight them only when necessary.



Be patient or else you're likely to collide with a Bat and fail.



A Vampire Bat is blocking Lao Wang's way.

START



EXIT

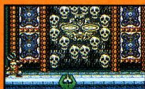
THE BOSS OF STAGE 1

BATTLE AGAINST THE FIRST BOSS

The first boss is Fishman. He jumps out of the water and attacks with blue fireballs. The best way to fight him is to attack the moment he surfaces and retreat before he starts to spit fireballs.



Fishman jumps out of the water.



His hands come out, but he stays in the water.



He quickly moves underwater from one place to another.

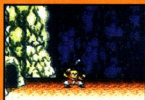
Through the Cave and into the House

STAGE

2

SUB-STAGE 2-1: The Cave

This sub-stage is a long and tedious one. You must go all the way to the right of the map, climb up a cliff, and then come all the way back to the left of the map where the exit is located which is right above the starting point. If you fall off the moving logs on your way back, you'll have to repeat the bottom section.



This is the start of Stage 2. The exit is located right above the starting point.

EXIT
START



ENEMY CHARACTERS OF THIS SUB-STAGE

The only new enemy character is the Kenpo Man who is a Kung Fu expert. He's the main enemy in this sub-stage. Other enemies found in this sub-stage include the Vampire Bats and the Spearthrowers.



Kenpo Man: A long-haired fighter who performs acrobatic Kung Fu techniques.



Vampire Bats: They're always a pain in the neck.



Spearthrowers: There are three of them in this sub-stage.

WATCH OUT FOR WHICH ITEM YOU PICK UP

There are many negative items in this sub-stage like the treasure chest in the middle of the map which contains an item that subtracts life from your life gauge.



Cool, there's a treasure chest.



Oh no, it's a negative item.

YOU'RE HALFWAY THROUGH THE SUB-STAGE

1 Once you get to the right of the map you meet your favorite enemies, the Vampire Bats and the Spearthrowers. You'll have to fight your way up the cliff and try not to get hit.



It's ambush time.

SUB-STAGE 2-2

It's another vertically-scrolling Flying Stage, but this time you'll have to deal with a new enemy character, Balloon Man, as well as the blue fireballs. The treasure chest near the wall contains a stop sign. If you use it wisely, it could make your life easier.



In the beginning you only have to worry about the fireballs, but later in the section...watch out!

ENEMY CHARACTER OF THIS SUB-STAGE

Balloon Man starts to appear halfway through the sub-stage. Initially he's a skinny monster, but he quickly blows up like a balloon and starts to tackle Lee Wong. When the Balloon Men start to appear they come down in numbers. If you don't get to them fast, they'll start to appear from the bottom of the screen as well.



In the beginning a Balloon Man is a skinny, weak-looking thing, but...



...it blows up, starts to wander around the screen and attacks Lee Wong.



EXIT

START

SUB-STAGE 2-3: Under a blue sky

This is a straightforward horizontally-scrolling stage on the ground floor of the mansion. However, this sub-stage is filled with enemies and a couple of tough areas.



Sub-stage 2-3 is a brightly lit outdoor stage.

EITHER WAY IT'S A TOUGH SUB-STAGE

This is one of the toughest spots of the sub-stage. You'll have to deal with either three Spearthrowers on the stone structure or the Kenpo Man on the ground.



It's up to you to choose which way to go.

START



EXIT

ENEMY CHARACTERS OF THIS SUB-STAGE

The sheer number of enemies in this sub-stage makes it difficult. The Spearthrowers attacking Lee Wong in groups of two or three make it a lot tougher. The Kenpo Men will also appear one after another.



Spearthrowers: The same enemies as before but now they appear in groups.



Kenpo Men: They also come out in numbers.

THE LAST TOUGH SPOT BEFORE REACHING THE MANSION

It's almost impossible to get through this sub-stage without taking some hits from the combined attack of the Spearthrowers and the Kenpo Men. The best way to get through is to jump high across the gap in the ground and run through the enemies to the mansion.



Jump high.



Sprint into the mansion.

SUB-STAGE 2-4: The Mansion

A THREE-LEVEL SUB-STAGE INSIDE THE MANSION

You start at the bottom left corner of the map and exit at the top right corner. You must climb the ladders to get to the upper floors. You'll encounter the Kenpo Men on the first floor and the Kyon on the second floor. The toughest spot of the sub-stage is the second hole on the second floor. You must defeat the Kyon in front of the hole before jumping over it, otherwise you'll fall through the hole. The best thing to do is to wait until the Kyon is about to jump toward you and then attack him. When you get to the third floor, make sure you make good use of the scroll shown on the map.



The Kenpo Man strikes again.



Wait here for a chance to attack the Kyon.

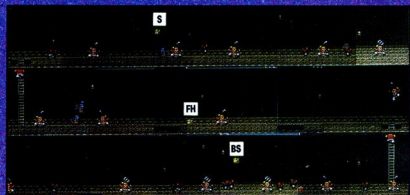


TIGER ROAD

KEY TO ITEMS ON MAPS

- BS = Buddhist Statue
- S = Scroll
- CB = Crystal Ball
- FH = Full House
- BM = Blue Medicine
- SS = Stop Sign
- P = Pow
- RM = Red Medicine
- NI = Negative Item

START



EXIT

ENEMIES OF THIS SUB-STAGE

The Kenpo Men are the same enemies you met earlier. The Kyon jumps around constantly, making it difficult to attack him.

SUB-STAGE 2-5: The Den of Hudo

Hudo is the only enemy character that will appear in this sub-stage. Hudo in Japanese means static or non-moving. As his name suggests, Hudo stands in the middle of the room with only his arms moving. However, the Vasura he throws at Lee Wong are very damaging. Hudo is invincible, so don't waste your life and energy fighting him. If you have enough lives just sprint past him and keep on running; otherwise watch when he throws the Vasura and run past him as he attacks. Try not to get too damaged here since you'll be fighting the Boss in the next stage.



Hudo's attack is overwhelming.



Time his move and sprint past him.

START



EXIT

THE BOSS OF STAGE 2

KUKAI THE ILLUSIVE ONE

Kukai has very powerful offensive and defensive capabilities as well as being very illusive. His tactic is to quickly jump from one location to another and tackle Lee Wong while circling around. Two blows will kill Lee Wong even when his life gauge is full. The best attack against Kukai is to keep your distance, avoid being hit, then attack him when his is about to move toward Lee Wong.



He's about to jump.



You've recovered the second scroll. Change your weapon to either the sickle or chain or the spear before you enter the second training stage.



Kukai is tough and powerful.

A very long stage with 10 sub-stages

SUB-STAGE 3-1:
The Waterfall

You'll want to clear this sub-stage quickly because the only enemy here is the Balloon Men. The longer you take, the more Balloon Men you'll find yourself up against. You must use rocks and moving logs to get through this sub-stage. The rocks are very unstable and will fall as soon as you land on one. You must quickly figure out where to move even before you land on a rock. In this sub-stage you'll find two 1-Ups—one at the bottom right corner of the map and another at the upper left corner. You can achieve infinite 1-Ups by getting both of them and killing yourself as soon as you get the second one.



Jump from one rock to another quickly.

START



EXIT

ENEMY CHARACTERS IN THIS SUB-STAGE

The enemies you encounter here are the Kenpo Men and the Spearthrowers. They're basically the same as the ones before. However, be careful of the Spearthrowers in the middle of the sub-stage.

SUB-STAGE 3-2: The Plain

Your main enemy here are the Kenpo Men. They'll continuously attack Lee Wong from all directions. You should concentrate on the enemies in front of you and not worry about the ones chasing you from behind. The Kenpo men won't attack Lee Wong as long as he's standing on higher ground. Use that advantage to attack them when you are in the best position. Don't worry too much about getting damaged—you'll find red medicine at the beginning of the next sub-stage.



The Kenpo Men will stay down as long as you stand on higher ground.

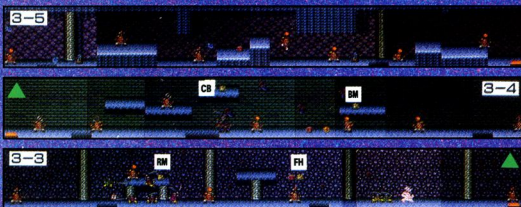
START



EXIT

SUB-STAGES 3-3 THROUGH 3-5: The Mansion

The mansion is divided into five sub-stages, 3-3 through 3-7. This is the first half. There are many useful items in this section as you can see on the map, starting with the red medicine in Sub-stage 3-3. Make sure you get the red medicine because the enemy attack will become tougher than ever as you advance. The holes in the ground here are lethal—be sure to avoid them. If the enemy attack becomes too much to handle, run for the moving floor piece and hop on it. The enemy will stop chasing you.



EXIT

ENEMIES CHARACTERS
IN THIS SUB-STAGE

The Ninja is the new enemy character you'll encounter here. Watch out for his shuriken attack. Other enemies, the Kyons, will appear out of fireballs.



SUB-STAGES 3-6 THROUGH 3-7: The Mansion



The tough attack combination of Spearthrowers and Vampire Bats.

The second half of the mansion stage becomes a bit tougher, especially in Sub-stage 3-6, where Vampire Bats and Spearthrowers attack at the same time. You must watch out for the spears. Try to position Lee Wong where he'll be safe from attack. The first medicine you find in 3-6 is an upside down medicine—don't pick it up. You'll find another blue medicine a little later. Although Lee Wong must deal with the combined attack of the Long Swordsmen and the Kenpo Men, Sub-stage 3-7 should be relatively easy to get through.



Find a position where Lee Wong will be safe from the spears.



EXIT



START



SUB-STAGE 3-8 THROUGH 3-10: The House



Don't even bother fighting the Armored Warrior.

Sub-stage 3-8 is a five-level sub-stage almost identical to the mansion in Sub-stage 1-2. However, the new enemy character, the Armored Warrior, is an extremely tough opponent who is nearly invincible. The Armored Warrior is so tough that any attack Lee Wong can dish out won't even scratch him. The best course of action is to get away from him as soon as he appears while avoiding his circular saw blade attack. At the end of 3-8 there is a choice of exits. If you think you're ready for the Boss, go through the exit at the upper right corner of the map. Otherwise use the exit at the lower right corner which will put Lee Wong into Sub-stages 3-9 and 3-10 where you can obtain a Pow and a red medicine before fighting the Boss.



START

SUB-STAGE 3-9



THE BOSS OF STAGE 3

WAITING FOR GOKU

The Boss, Goku, is a very tough opponent. If you chase him too far up the screen, you could get hurt. Goku follows a set path around the screen. Wait for Goku to attack Lee Wong, then move up toward the upper right cloud while avoiding his throwing knives (see the photo) and attack him when he follows Lee Wong.



You're about to recover the fourth and last scroll

STAGE

4

SUB-STAGE 4-1: A Flying stage

Stage 4 is another long stage consisting of twelve sub-stages. We will lead you halfway through, up to Sub-stage 4-6, and leave

you to fight your way through the rest of the game.

This sub-stage is much like the one found in Sub-stage 2-2, but is much easier. The only enemy here are the Balloon Men who float around the screen. There are no obstacles or fireballs to stop Lee Wong. You should be able to breeze through this sub-stage. One thing you should remember is that the treasure chest right before the exit contains an upside down medicine, so don't destroy the chest.



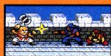
Don't destroy the treasure chest. Run for the exit.



You can shoot down the Balloon Men to get some extra points.

SUB-STAGE 4-2: The Castle Wall

The Castle Wall sub-stage is another relatively simple one. Lee Wong's opponents are the Ninjas and the Spearthrowers. As you advance through the sub-stage, there are no obstacles or traps. The only threats you have to deal with are the shuriken attack of the Ninjas and the spears from the Spearthrowers. You can either avoid them by jumping or by swatting them down with the sickle and chain.



The Ninjas' shuriken attack.



The Spearthrowers are tough.



START

EXIT



START



EXIT

SUB-STAGE 4-3: The Corridor

The main obstacles are the holes in the ground which are lethal if Lee Wong falls in. When you try to jump cross these holes Lee Wong will be attacked by Vampire Bats. They'll try to hit Lee Wong in mid-air and push him down the hole. Take your time and defeat the enemies before jumping across the holes. The Kenpo Men wait for Lee Wong on the other side of each hole. Make sure you get all the items and don't worry about receiving some damages.



The Vampire Bat hovers over a hole.

Sub-stage 4-4: The Recovery Room

Sub-stage 4-4 is a room with no enemies and filled with items. It's a place for you to rest up and recover from the damages Lee Wong has sustained. Get the bonus point items and take the red medicine before continuing the game. Stage 4 will get much more difficult from here on.

START



EXIT

SUB-STAGE 4-5: The Mansion (Part 1)

The main obstacle here is the attack from the Long Swordsmen. They will tenaciously chase Lee Wong and he'll be surrounded by them if they aren't defeated quickly. The Spearthrowers make your life even more difficult. Concentrate on the Long Swordsmen and deal with the Spearthrowers as they appear.



You are safe from enemy attack when you're on the moving floor piece.

SUB-STAGE 4-6: The Mansion (Part 2)

Things get even tougher in this sub-stage. Your primary opponent again is the Long Swordsmen. However, when you're fighting the Long Swordsmen, the Balloon Men float above Lee Wong, restricting the number of moves he can make. You might be able to run through this sub-stage but you're likely to receive some damages that way. There are four items here that you'll want to look for—a Pow, an upside down item, a blue medicine, and a Buddhist statue. Make sure you take the blue medicine and the Pow.



If the enemy attack becomes too much to handle, run through the stage even if you have to receive some damages.

SUB-STAGE 4-7: The Mansion (Part 3)

This sub-stage isn't as bad as the previous two. Concentrate on the jumping Kyons and avoid getting too close to the Armored Warriors. It's useless to fight them because of their defensive strength. You must be careful when you're about to cross the holes in the ground because the ones in this sub-stage shoot fireballs. Time your jump to avoid being hit by the fireballs or a Kyon.



Watch out for the fireballs shooting out of the hole.

EXIT



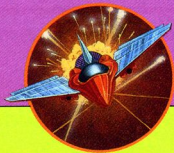
START

HERE ARE A FEW TIPS FOR GETTING THROUGH STAGE 5

Stage 5 is the longest and toughest stage of all. Its twenty-two sub-stages are filled with tough enemies and dangerous traps. The especially difficult sections are: Sub-stage 5-9 where Lee Wong is attacked by the Balloon Men in a tough-to-manuever area, Sub-stage 5-11 where you must avoid being sucked into the Sucking Skulls, and Sub-stage 5-22 where you'll fight the final Boss, the King Ryuken. By the way, if you want, you can warp from Sub-stage 5-1 to Sub-stage 5-8 at the beginning of the stage.



SUPER STAR SOLDIER



THE DIFFERENCES BETWEEN THE CARAVAN MODE AND THE NORMAL MODE

The caravan mode was designed especially for tournament-type competition. In both 2-minute and 5-minute modes, you're fighting against time. From the beginning, you'll be facing a large number of enemy characters and ground objects. The objective is to destroy as many enemy crafts and ground targets as possible.

The only weapon you'll get in the beginning is multiple shots. You'll be able to enhance your fire power by getting the red power-up rings which can be obtained by destroying the red stones. You won't find any other weapons, including the ring laser and the homing missiles. Your technique, or playing ability, is the greatest weapon you can have in the caravan mode.

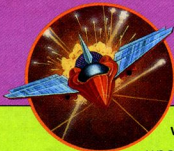
There are bonus characters, such as Razaro and Delilla, that must be destroyed in a certain way to obtain bonus points. These bonus points are essential in order to achieve the highest possible score.

CONTINUE



START





CONTINUE

THREE BASIC TECHNIQUES THAT YOU MUST REMEMBER WHILE PLAYING THE CARAVAN MODE

1. Use maximum speed for quick maneuverability and more kills. However, you must also be able to control the ship accurately. You may choose to use a slower speed in certain situations, as when you are fighting Razaro.

2. In order to score high within the two minutes, you must destroy as many enemy ships as possible. Since in the caravan mode you must destroy all the enemy ships in a group before the next group appears, you should destroy the ships as soon as they enter the screen.

3. In some cases it's wiser to pull out of a tough situation to protect your ship than to go after the enemy ships for points. You stand to lose more points if you get hit, in such cases, than the amount of points you would get from destroying the enemy ships.



OTHER TECHNIQUES AND TIPS TO IMPROVE YOUR SCORE

Use the thruster-fire to destroy the enemies. This technique is very useful

when you're unable to shoot directly behind. However, you must always be ready to hit the select button to use the thruster.



Don't use the super bomb. When your ship has the maximum number of power-ups, picking up any additional power-up items will cause the super bomb to go off, destroying all enemies on the screen. In this case, you receive 1,000 points for the explosion, but you won't get any points for the enemies destroyed. Only use the super bomb in an absolute emergency.

A COMPLETE STRATEGY FOR THE 2-MINUTES CARAVAN MODE

The target score for the 2-minute mode is around 480,000 points. In order to achieve this score, you need to clear the stage without getting killed. You must also get two 80,000 bonuses and kill the end boss. And you must kill nearly every enemy character and destroy the ground targets.

THREE HIGH-SCORING TIPS TO ACHIEVE OVER 480,000 POINTS

1. Make sure you get two 80,000 bonuses, Razaro and Delilla. The trick to destroying Razaro is to place your ship in the center of the screen. When Razaro is about appear, the background music changes to a gloomier tune. Then place the ship inside of the



CONTINUE

CONTINUE



circular Razaro and start shooting. Sixteen shots will kill Razaro. Your ship must be exactly in the center of Razaro, otherwise you'll be damaged or even destroyed. The second bonus, Delilla, comes in the form of two red circles sitting on green platforms that appear towards the end of the stage. You must destroy both circles at the same time, in order to receive the bonus. You know you've succeeded if the bonus point is displayed. In order to accomplish this, your ship must have multiple shots that can shoot 3-way forward.



ble, especially when the screen is filled with them. The best way to catch them quickly is to move your ship over a blue stone and shoot. This way you won't lose any time chasing them around.

HOW TO DESTROY THE END BOSS: STARBRAIN MK-II

When you're fighting the boss, how quickly you destroy it is more important than destroying it without being damaged. Remember,











you're racing against the clock. When the boss appears, position the ship either on the left or the right side, directly beneath the laser cannon in the center. Then destroy the cannon. Position your ship where the cannon was and keep shooting. The laser cannon takes 56 shots to destroy, and gives you 5,000 points. And the boss itself takes 52 shots and gives you 50,000 points.

2. Destroy as many ground objects as possible.

Although none give you big points, they are everywhere, easy to destroy and points from them accumulate quickly. Missing too many of them can result in a low score even if you've destroyed everything else.

3. Collect floating gels. These are the spheres that come out of the blue stones on the ground. Each one gives you 500 points when collected. Try to collect as many as possi-

GROUND OBJECTS

1 shot 100 pts	2 shot 200 pts
	
4 shot 300 pts	8 shot 400 pts
	
1 shot 200 pts	1 shot 100 pts
	
1 shot 0 pts	1 shot 500 pts
	

COMPLETE STRATEGY FOR THE 5-MINUTES CARAVAN MODE

The target score for the 5-minutes mode is around

CONTINUE

END OF 2
MIN. MODE



1,500,000 points. Since the first half of this stage, up to Starbrain

Mk-II, is identical to the 2-minute mode game, you should have scored around 480,000 points by that time to achieve this score.

HIGH-SCORING TIPS FOR THE 5-MINUTES MODE:

1. Collect all the bonuses, which are: the Razaros, the Dellilas and the Zegs or Z-Bonuses.

Two Dellilas will give you 80,000 points each, and six Zegs will give you a total of 135,500 points.

There can be up to three Razaros that can give you 80,000 points each. All during this stage, the third Razaro will appear only if you destroy all flying enemies as quickly as possible. You must destroy all *three* Razaros in order to achieve 1,500,000 points. In some cases, a Razaro or two Deltas will appear as you approach a Dellila. Don't panic. Stay in the middle of the screen. Destroy the flying enemies first and then destroy the Dellila, using the backward firing shot.

2. Destroy all the flying enemies as quickly as possible. In order to destroy the maximum number of the flying

enemies, stay in the middle of the screen and use diagonal shots to destroy the enemies just coming into the screen. Also, don't get hit by the enemy bullets. Be especially careful of the bullets from the Jumpers and the Super Jumpers.



HOW TO DESTROY THE END BOSS: KANRANSHA:

Kanransha first attacks with two homing missiles, and then with red bubble-like bullets. Then Kanrasha's orbiting circles expand their paths to hit your ship. You must hit its core to inflict damage. Move in a large circular pattern around the boss to evade its attack, but don't get too close to its orbiting circles. Remember, it's more important to destroy it quickly than to avoid being damaged. If you destroy it, you'll receive 50,000 bonus points and extra bonuses for clearing the stage. The stage-clearance bonus is the remaining time (in seconds) multiplied by 1,000 points plus the remaining player-ships multiplied by 1,000 points.

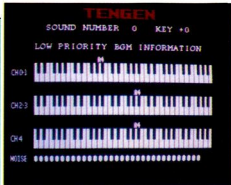


KLAX

During the title screen, press **SELECT** to enter the option screen. Then while holding down the **II** and **SELECT** buttons, hit the **RUN** button to go into the stage select. Press **UP** or **DOWN** to select the stage. The **I** and **II** buttons will allow you to change the brightness of the screen. Once in the stage select, press and hold the **II** and **SELECT** buttons, then press **RUN** to enter a sound test.



When the "Continue Mode" appears on the screen, press and hold the **SELECT** button, then press **UP** to get one extra credit. You can have up to nine credits at a time, but you can repeat the tip as many times as needed.



BRAVOMAN

First play normally, and when you reach exactly 10,000 points kill your game off. Don't continue—wait for the title screen to appear. Then input the following command: **UP, RIGHT, DOWN, LEFT, II, SELECT, II, SELECT**. The continue indicator should be infinite now.

If you press the **RUN** button as you die, you can continue at the exact spot from where you left off.

When you reach the end of a stage, you can jump past Lottery Man and continue to the next stage with all your Luck symbols intact.

During the title screen, press the **SELECT** and **II** buttons repeatedly until a special training mode appears. This takes special timing that is not too fast but yet not too slow.



SUPER STAR SOLDIER

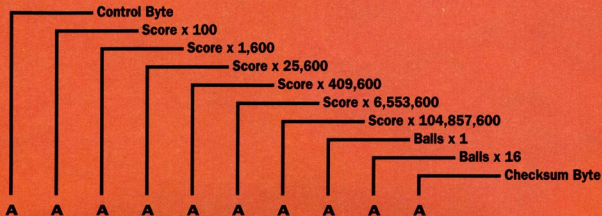
With the TG-16 turned off, press and hold the **RUN** and **SELECT** buttons. Then turn on the TG-16 and release the buttons. During the title screen, press **LEFT, II, UP, II, RIGHT, II, DOWN, II, LEFT, I, UP, I, RIGHT, I, DOWN** and **I**. Then press the **I** and **II** buttons simultaneously eight times. After that, press the **SELECT** and **I** buttons simultaneously eight times. Once you're in the test mode, you can select between a sound test, stage select, difficulty settings and whether to use a vertical or horizontal screen.



DEVIL'S CRUSH

Via Delphi, Victor Ireland provided a detailed method for creating your own passwords for NEC's challenging pinball game.

Here is the breakdown of the *Devil's Crush* password encoding:



The control byte should always be left at "A." It can be changed, but it unavoidably interacts with the rest of the password in an unpredictable manner. Its only purpose is to confuse would-be password crackers by changing at random when the password is requested. When it changes, it modifies the whole password.

The following example will demonstrate how to use the above information to start *Devil's Crush* in any state:

Let's say we want to start the game at 998,000,000 points so that we can play for the last million points and see the end. Just to make sure we can finish, we'll give ourselves 100 balls. To derive our password, it is easiest to work backward.

- Leave the checksum (the last character of the password) blank—the rest of the password will determine what it is.
- To get 100 balls, we divide 16 into 100. This gives us 6 with a remainder of 4. We carry that remainder to the next column.
- To find the next character, we divide 104,857,600 into 998,000,000. This gives us 9 with a remainder of 54,281,600.
- Now divide 54,281,600 by 6,553,600. We get 8 with a remainder of 1,852,800.
- The remainder 1,852,800 divided by 409,600 gives us 4 with a remainder of 214,400.
- Next, 25,600 divides into 214,400, which gives us 8 with a remainder of 9,600.
- To finish out our math, 1,600 divides into 9,600 to give us 6. There is no remainder, so we carry 0 to the hundreds slot.

Finally, the control byte should *always* be an "A."

Now that we have the values, let's convert our numbers to the letters required by *Devil's Crush*. The designers made it quite easy—"A"=0, "B"=1, "C"=2... "Z"=25.

Using this conversion, our nearly complete password is AAGIEJEG. All we have left to complete is the checksum letter at the end. The easiest way to accomplish this is to enter the password in *Devil's Crush* until you get to the last space. Then, starting at "A," successively try each letter by hitting **RUN**. If the game does not start, just advance to the next letter by pushing R on your controller and hit **RUN** again. Repeat this until the correct final letter is found and the game begins.

Good luck!

VEIGUES TACTICAL GLADIATOR



Right after powering-up your TG-16, repeatedly press LEFT-DOWN and the **SELECT** button. You should see "Continue Mode" appear on the screen. This command tip enables you to continue from the last stage where you were killed. The number of continues is determined by the following equation: Score (at the time when you're first killed) divided by 1,000,000 points plus 3.

RESET after hitting the I and II buttons simultaneously. Then repeatedly press RIGHT-UP and the **SELECT** button until the title screen appears. If the title screen says "Easy Mode," you've successfully entered the command. In this mode your power will be doubled, and the amount of units you get at the end of each stage will also be doubled.

During play, hit the I button and the **RESET**. Then press LEFT-UP and the **SELECT** button repeatedly until the title screen appears. When it does, you should be in the music mode. You can play any music in the game by pressing the I or II button. Press **RESET** to get back to the game.



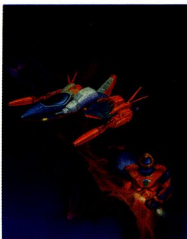
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